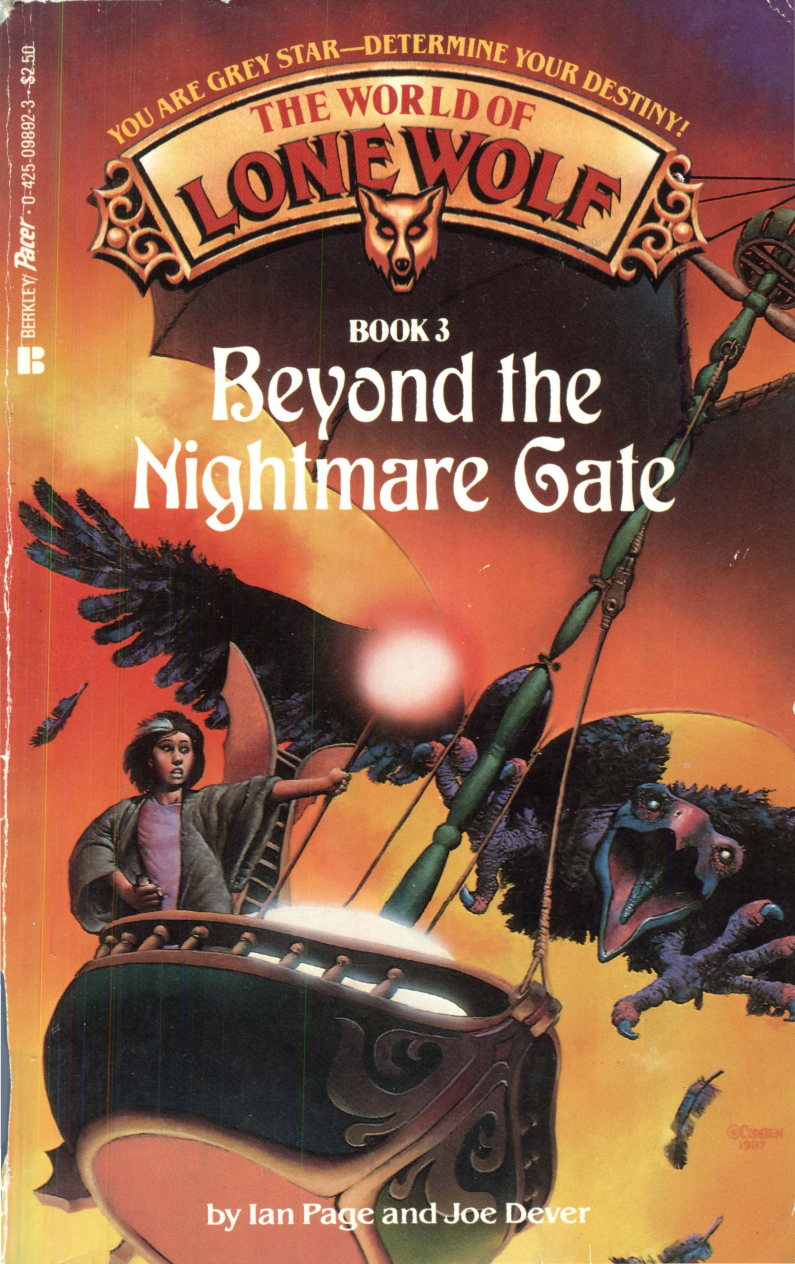
BERKLEY/Pacer • 0-425-09892-3 • $2.50

YOU ARE GREY STAR—DETERMINE YOUR DESTINY!

THE WORLD OF LONE WOLF

BOOK 3

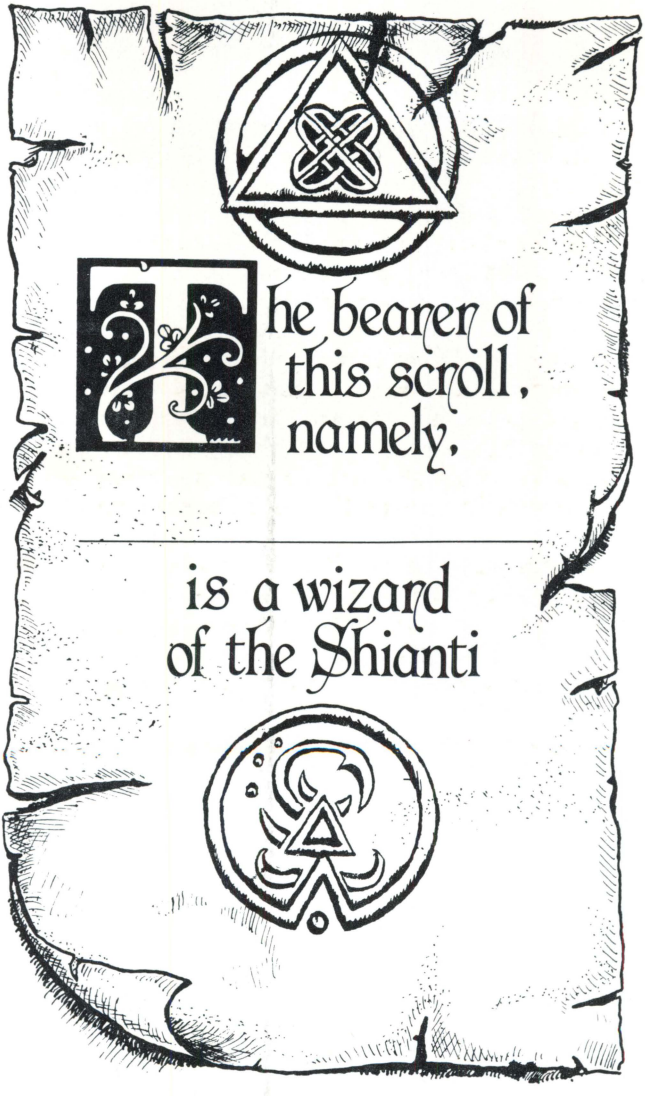
Beyond the Nightmare Gate



by Ian Page and Joe Dever

the Shadakine
Sadi De
Lake Tilos
River Dasar
Mount
Kalama
River
Great
Lissan
Plain
Lake
Dolani
Lanzi
Andui
River Andui
Lake
Liss
Lissan Mountains
Kashima
Mountains
Sena
Desolation
Valley
Forest
of
Feramos
Mountains
of Morn
Forbidden
City
Selan
River
Suhai River
Karn
Gurlu Marshes
Key.
Scale 100miles
mountains.
hill country.
jungle.
barren wasteland.
stone desert.
cliff face.
Deciduous forest.
Swamp.
Evergreen forest.
desert.

Empire
sert
Kiaow
Shadaki
ins of Lara
Tikku
Kanuru
Jager
Rune of the Witch King
Gulf of Jazerlan
Jager Strait
Korli
Abbali
Sea of Winds
Gulf of Zhanis
Zhanis
Fonru
Dagorlan Point
Shuri Mountains
wenat
Rune of the Shianti
Chansi Hills
Sea of Dreams
Port of Suhn
gan River
Azagad Gorge
Lake Shenyu
Isle of Lorn
Wall of Azakawa
The Azanam
Kazan Isles


The bearer of
this scroll,
namely,
is a wizard
of the Shianti

THE AUTHORS

IAN PAGE was born in London in 1960. Since the age of sixteen he has pursued a successful career as a singer/songwriter. With the band *Secret Affair*, he had a string of chart hits to his credit including 'Time for Action' and 'My World'. His interest in the fantastic worlds of 'Sword and Sorcery' dates back to his early teens, and to his love of the novels of J. R. R.Tolkien and Michael Moorcock. It was in 1979, when Joe Dever introduced him to role-playing games, that his involvement in the world of Magnamund began. He has since contributed greatly to the development of the southern reaches of this fantastic world, and has worked closely with Joe on several other role-playing games projects that include TV and radio appearances.

JOE DEVER was born in 1956 at Woodford Bridge in Essex. His involvement with role-playing games dates back to 1977 when, on a trip to Los Angeles, he discovered 'Dungeons and Dragons'. In 1982 he won the Advanced Dungeons and Dragons Championships in America, where he was the only British competitor. His bestselling Lone Wolf adventures (available in Beaver Books) are the culmination of many years of developing the world of Magnamund. Printed in several languages and sold throughout the world, they have earned both him and co-author Gary Chalk recognition as masters of the gamebook craft. Joe Dever also writes for modelling journals, is a contributing editor to *White Dwarf* – Britain's leading role-playing games magazine, adapts the Lone Wolf adventures for computer play and is noted for his model photography. Together with Gary Chalk, he produces the Lone Wolf Club Newsletter and enjoys answering letters from readers all over the world.

Don't Miss Others in the LONE WOLF series from Berkley/Pacer

LONE WOLF

FLIGHT FROM THE DARK
FIRE ON THE WATER
THE CAVERNS OF KALTE
THE CHASM OF DOOM
SHADOW ON THE SAND
THE KINGDOMS OF TERROR

THE WORLD OF LONE WOLF

GREY STAR THE WIZARD
THE FORBIDDEN CITY
BEYOND THE NIGHTMARE GATE

THE WORLD OF LONE WOLF

BOOK 3

Beyond the Nightmare Gate

Written by Ian Page
Edited by Joe Dever
Illustrated by Paul Bonner

Pacer BOOKS FOR YOUNG ADULTS

BERKLEY BOOKS, NEW YORK

This Berkley / Pacer book contains the complete
text of the original edition.

BEYOND THE NIGHTMARE GATE

A Berkley/Pacer Book, published by arrangement with
Century Hutchinson Limited

PRINTING HISTORY
Beaver Books edition published 1985
Berkley/Pacer edition / August 1987

All rights reserved.
Concept © Joe Dever and Gary Chalk 1986
Text © Ian Page 1986
Illustrations © Century Hutchinson Ltd. 1986
This book may not be reproduced in whole or in part,
by mimeograph or any other means, without permission.
For information address: Century Hutchinson Limited,
Brookmount House, 62-65 Chandos Place,
London WC2N 4NW England

ISBN: 0-425-09892-3

Pacer is a trademark belonging to
The Putnam Publishing Group.

A BERKLEY BOOK ® TM 757,375
Berkley/Pacer Books are published by The Berkley Publishing Group,
200 Madison Avenue, New York, NY 10016.
The name "BERKLEY", and the "B" logo
are trademarks belonging to Berkley Publishing Corporation.

PRINTED IN THE UNITED STATES OF AMERICA

For Pat and David

ACTION CHART

MAGICAL POWERS

1
2
3
4
5
6 If completed Book 1 and or 2

BACKPACK

1 Dagger Rope 4
2
3
4
5
6
7
8 Can be discarded when not in combat

HERB POUCH (Maximum 6 articles)

1
2
3
4
5
6 Only carried if you possess Magical Power of Alchemy

MEALS

6

(Carried in Backpack)
– 3 EP if no Meals available when instructed to eat

BELT POUCH

containing Nobles (50 maximum)

50

COMBAT SKILL	WILLPOWER	ENDURANCE POINTS
21	29 - 5 = 3	29
	May go above Initial Score	Can never go above Initial Score 0 = dead

COMBAT RECORD

ENDURANCE POINTS GREY STAR	WILLPOWER POINTS	COMBAT RATIO	ENDURANCE POINTS ENEMY
GREY STAR		COMBAT RATIO	ENEMY
GREY STAR		COMBAT RATIO	ENEMY
GREY STAR		COMBAT RATIO	ENEMY
GREY STAR		COMBAT RATIO	ENEMY
GREY STAR		COMBAT RATIO	ENEMY
GREY STAR		COMBAT RATIO	ENEMY

SPECIAL ITEMS AND WEAPONS LIST

DESCRIPTION	KNOWN EFFECTS

WEAPONS (maximum 2 Weapons, Wizard's Staff counts as 1 Weapon)
1 Staff
2
If combat entered without Wizard's Staff −6 CS. If combat entered without a Weapon −8 CS.

CS = Combat Skill EP = Endurance

OF THE COMING OF GREY STAR

Ancient days they were when first the Shianti set foot upon the land that men call Magnamund. Long had they journeyed through the void, homeless wanderers in search of a place to call their own. And so it was that when the Shianti first looked upon the face of the land, their hearts were raised in wonder. They saw a world of nameless mountains, untamed forests and lands both wild and free. Here they chose to cease their wanderings and to devote themselves to the study and appreciation of this new found land.

To the delight of the Shianti, the race of man first emerged at this time and they watched his early struggle towards civilization with eager concern. Like gods, the Shianti seemed to the minds of primitive men. Tall and proud, shining with a radiance that spoke of magic and arcane mystery, the Shianti moved among them and with their powers of wizardry, aided man in his development.

As the centuries passed, man fell to worship of the magicial Shianti and the power of these wizards grew even stronger. With hungry hearts they sought to unlock the mysteries of knowledge, sending their minds into other planes of existence and strange worlds beyond the sphere of the material plane. Their foresight was now unmatched and the power of their thought was mighty indeed. It was at this time that they created the Moonstone. Woven of the very

fabric of the astral plane of Daziarn, this translucent gem was the greatest achievement of Shianti wisdom. It was the binding force of all Shianti magic, containing the combined might of all their wizardry, the sum of all their knowledge. The Golden Age of the Shianti had come and the Moonstone was the instrument of their dominion throughout all Magnamund. Man stood as little more than a shadow, blinded by the shining white light of Shianti glory. But, in creating the Moonstone, the unwritten laws of nature had been transgressed. For the Moonstone, like the Shianti themselves, was something outside of man's own world; it defied the natural order laid down by the creators of the Earth and disrupted the balance that the gods had designed.

The Goddess Ishir, High Priestess of the Moon and mother of all men, showed herself to the Shianti and spoke to them of the destiny of man: 'The children of this world must claim their inheritance. Their time has come and they must learn to stand alone. They are lost in their worship of you and the day draws ever nearer when they will covet the power of the Moonstone.'

And the Shianti said: 'Forgive us, Great Goddess, for we intend no harm. We love mankind even as you do. We have sought to do good and protect your children from harm.'

But Ishir replied, 'Of this there can be no doubt but this world is not your realm. Man must be free to pursue his destiny alone, and you must leave, for you trespass on his domain.'

The Shianti were filled with sorrow. They feared a

return to the void and to their lonely wandering, and pleaded with Ishir that she might allow them to remain. Ishir was filled with pity for them. She spoke again, saying, 'If you are to remain you must obey my command. You must take a vow never to interfere with mankind's fate. As a token of good faith you must lay aside the Moonstone, and return it to the plane where it belongs.'

Solemnly, the Shianti agreed. The vow was sworn before Ishir, and the Moonstone was returned to the Daziarn. The Shianti abandoned their cities and they moved south to the Isle of Lorn. They encircled their new home with a web of enchantments, magical mists and mage winds to prevent man from ever finding their place of refuge in the Sea of Dreams. Knowledge of the Shianti faded with time, save in southern Magnamund where it became enshrined in legend, and the worship of them endured. Priests of the Shianti religion preserved their lore and patiently awaited the day when the 'ancient ones' would return, bringing with them lasting peace and the blessing of a new golden age.

A thousand years strode by and man advanced as Ishir had foretold. He built great cities and cultivated the land; his kingdoms rose and fell; he made war and loved and laughed and became master of his fate. But a new power arose in the province of Shadaki. There Shasarak the evil Wytch-king ruled. The black necromancer commanded an army of brutal soldiers and had a devoted following of men who upheld his religion of demonic worship and sacrificial rites. Devotees of the Shianti and other religious cults were persecuted in a merciless purge. Ruthlessly, the

Wytch-king destroyed all his opponents and began a terrible war with the peoples of the neighbouring provinces. From the ruins of war Shasarak shaped the Shadakine Empire, subjugating whole nations to his evil rule. And, as the provinces fell to his might, the Shianti looked on helplessly, bound by their vow to the Goddess Ishir never to interfere in the affairs of man.

On the night of the crowning of Shasarak as Overlord of the Shadakine Empire, a great storm broke upon the Sea of Dreams, a storm that raged with unnatural intensity. Lashed by wind and rain, illuminated by wild lightning, the waters heaved and danced in fury to the thundering music of the storm, unchecked by even the enchantments of the Shianti. When finally the tempest died, the Shianti looked out in amazement on the shattered hull of a ship drifting towards their shore. Never before had this occurred, for the enchantments and mage winds had kept them secure from the curiosity of man by forcing him to sail close to his own land.

The Shianti went quickly to the ruined ship where they found only one survivor – a baby. They perceived the sudden arrival of this human child as a sign of great portent, and they conceived a plan by which they might lawfully aid mankind. They named the orphan child Grey Star because a star is the symbol of hope in the Shianti faith, and because of the silver streak in the child's jet-black hair. In the shadow of the wrath of the Goddess Ishir, they raised the child as one of their own and taught him their secrets. Diligently they set about their instruction, for their aim was to provide a saviour for mankind. Armed with the

might of Shianti wizardry and wisdom, their hope was to create an adversary equal in power to the evil Wytch-king of Shadaki, for they realized that only with the death of Shasarak would man once more be free to determine his destiny.

THE STORY SO FAR . . .

You are Grey Star, trained in the ancient lore of a Shianti Wizard. For sixteen years you have dwelt in safety on the Isle of Lorn, the hidden realm of the magical Shianti race, until Acarya, High Wizard of the Shianti, decides to send you upon a dangerous quest: to save your own people, the race of man, from the tyrannical Wytch-king of Shadaki, Shasarak. Held by their ancient vow to the goddess Ishir, the Shianti are unable to leave their island either to come to the direct aid of man or to retrieve the Moonstone, which possesses the combined forces of all Shianti power and lies hidden on another plane. As a human, no vow prohibits you from leaving the island and you have been sent to recover the Moonstone and commanded to use its power to defeat the Wytch-king. The Moonstone is hidden on the Daziarn plane, which can be entered only by finding one of its portals.

Your quest begins with the search for the Shadow Gate, a doorway to the Daziarn that never remains in one place for longer than a day and is invisible to the human eye. To help you find the Shadow Gate you first seek the Lost Tribe of Lara, a race of magical but primitive creatures called the Kundi, who possess the gift of astral vision, enabling them to see the gateways to other worlds and dimensions.

On first arriving at the Port of Suhn, the major trading port of the Shadakine Empire, you are befriended by Shan Li, a merchant who serves as your guide through these strange and foreign lands. A short while after, you are captured and imprisoned in the House of Correction, the prison of Suhn and citadel of Mother Magri, a Wytch in the service of Shasarak. Tanith, a young girl learning the ways of wytchcraft comes to your rescue. She helps you escape from the dungeons of Mother Magri and later sacrifices herself, calling the shadow demon, the Kleasá, against her to save you from its attack.

After many more adventures you come, at last, to the Azanam, the treetop home of the Kundi. They give you Urik the Wise, an old Kundi Shaman, to guide you to the Shadow Gate. The two of you cross the dangerous lands of the Shadakine Empire, pursuing Urik's vision which leads you, finally, to the Forbidden City of Gyanima in the Mountains of Morn. Beyond is Desolation Valley and there you find the Shadow Gate. However, it is guarded by one of Shasarak's many slaves, a demon Kleasá; in fact the very Kleasá that captured Tanith, who stands in the Gateway, eternal prisoner of Shasarak unless you can free her. Finally you discover a way of releasing the Kleasá and opening the Gate.

Bidding farewell to Urik, you prepare to enter the Gate. To step through, turn to **1**.

THE GAME RULES

To keep a record of your adventure, use the *Action Chart* at the front of this book. If you run out of space, you can copy out the chart or have it photocopied.

Before you set off on your adventure, you must discover how well your Shianti masters have prepared you for your quest by determining your fighting prowess – COMBAT SKILL – your state of mind – WILLPOWER – and your physical stamina – ENDURANCE. To do this take a pencil and, with eyes closed, point with the blunt end of it on to the *Random Number Table* on the last page of this book. If you pick *0* it counts as *zero*.

The first number that you pick from the *Random Number Table* in this way represents your COMBAT SKILL. Add 10 to the number you picked and write the total in the COMBAT SKILL section of your *Action Chart* (eg, if your pencil fell on the number 4 in the *Random Number Table* you would write in a COMBAT SKILL of 14). When you fight, your COMBAT SKILL will be pitted against that of your enemy. A high score in this section is therefore very desirable.

The second number that you pick from the *Random Number Table* represents your WILLPOWER. Add 20 to this number if this is your first Grey Star adventure, 25 if you have completed book one successfully, 30 if you have also completed book two. Write the total in the

WILLPOWER section of your *Action Chart* (eg, if your pencil fell on the number *6* in the *Random Number Table* and this is your first adventure, you would have a WILLPOWER of 26). If you decide to use a spell or utilize the power of your Wizard's Staff, then you will lose WILLPOWER points. If at any time your WILLPOWER falls to zero, you may not use any of your spells or your Wizard's Staff. Lost WILLPOWER points can be regained during the course of the adventure and it is possible for your WILLPOWER points to rise above the total with which you start your adventure.

The third number that you pick from the *Random Number Table* represents your powers of ENDURANCE. Add 20 to this number and write the total in the ENDURANCE section of your *Action Chart* (eg, if your pencil fell on the number *6* on the *Random Number Table* you would have 26 ENDURANCE points). If you are wounded in combat, you will lose ENDURANCE points. If at any time your ENDURANCE points fall to zero, you are dead and the adventure is over. Lost ENDURANCE points can be regained during the course of the adventure but can never rise above the number with which you start your adventure.

MAGICAL POWERS

If this is your first Grey Star adventure, your education in the ways of wizardry is incomplete: you have mastered only *five* of the seven magical powers that the Shianti call the *lesser magicks*. The choice of

which five powers these are, is up to you. If you have completed either books one or two or both of the Grey Star adventures, you may choose six of the seven magical powers. All of the lesser magicks will be of use to you at some point on your quest, so choose them with care. Your survival may depend on the correct use of a magical power at the right time.

The seven magical powers available to you are listed below. When you have chosen your five or six powers, enter them in the Magical Powers section of your *Action Chart*.

This power allows a wizard to transform his thoughts or desires into magical energy. By concentration of the will it is possible to create magical shields of force to bar doors or move objects. Sorcery drains more WILLPOWER points than any other Magical Power, and is most effective when your WILLPOWER points are high.

If you choose this power, write 'Sorcery' on your *Action Chart*.

The power of Enchantment enables a wizard to charm or beguile other creatures, and create illusions in the minds of others. He will be able to extract information from others, place thoughts and compulsions into another's mind or cause them to believe that imaginary events are actually taking place. Some magical or highly intelligent beings may be immune to the powers of Enchantment.

If you choose this power, write 'Enchantment' on your *Action Chart.*

The Power of elemental magic allows a wizard some control over the natural elements of Air, Fire, Earth, and Water. By entering a trance and chanting incan-

tations, you may summon aid from the spirits of the Elemental plane. Elementals have very little understanding of man, and for this reason a wizard can never be sure of the nature of the aid the Elementals may send.

If you choose this power, write 'Elementalism' on your *Action Chart.*

A wizard who possesses the power of Alchemy is able, through the mixing of various substances, to create magical potions. Given the correct ingredients, a potion may restore lost energy (ie, ENDURANCE points, WILLPOWER), or temporarily improve various abilities (eg, COMBAT SKILL). The use of alchemy may also allow a wizard to alter the nature of substances (eg, change lead into gold), but the necessary ingredients and the correct equipment (eg, a pestle and mortar) must be at hand. The use of the power of Alchemy drains no WILLPOWER.

If you choose this power write 'Alchemy' on your *Action Chart.*

The power of prophecy allows a wizard to foretell the future through meditation. A meditative state will allow a wizard to make the correct decision when facing conflicting choices or difficult actions; to discover the whereabouts of a person he has once met, or an object he has once seen. It may also allow him to determine the true nature of a stranger or a strange object. Magical beings or objects are sometimes hidden from the power of divination.

If you choose this power, write 'Prophecy' on your *Action Chart.*

This power bestows upon a wizard the ability to deduce facts about events by touching objects connected to them. Through deep concentration, a wizard may lay his hands upon any inanimate object

and visualize scenes that have affected it. Visions brought about through the use of Psychomancy are often cryptic, taking the form of a riddle or puzzle. Some magic items are resistant to the use of Psychomancy and may, sometimes, impart misleading information.

If you choose this power, write 'Psychomancy' on your *Action Chart.*

Mastery of this power permits contact with the spirit realm. A wizard wishing to speak with the dead, or to call up a form from the spirit world, must draw a magic pentacle and enter a trance, when the use of the correct spell-chant will reach out to the Spiritual Plane. Standing within the protection of a magic pentacle, a wizard may consider himself to be relatively safe from harm. If he wishes to speak with a corpse, especially one whose former life was good and righteous, then a wizard can expect help and advice. However, contact with those whose former lives were evil or selfish can be a perilous,and often fatal, experience. Evil spirits are reluctant to return to the realm of the dead and may try to trick a wizard into freeing them into the world of the living. All spirits, good and evil, will require some service of the

wizard in return for their aid. Any failure to perform this task, however difficult, may result in the wizard losing his life.

If you choose this power, write 'Evocation' on your *Action Chart.*

Your Staff is your most valuable possession. It looks and feels like an ordinary quarterstaff yet it is stronger than any known metal. This is your only combat weapon, for you are untrained in the use of any other form of armed combat. It contains a potent force that is unleashed at will by the power of your mind, and causes a beam of destructive power to hurtle from its tip. Every time you unleash this power you must deduct 1 WILLPOWER point.

In the event that your enemy survives such an attack or should you fall victim to a surprise attack, you will be forced to engage in close combat and must attempt to strike your enemy with the Staff. If your attack is successful, a bolt of energy will be released

from the Staff that is capable of inflicting great physical harm. If you wish to increase the amount of damage that you inflict in this way, you must use more WILLPOWER points and multiply the number of ENDURANCE points lost by the enemy, accordingly. For example, if you chose to expend 3 WILLPOWER points on your attack, all enemy ENDURANCE point losses would be multiplied by three.

If you enter combat without your Staff, deduct 6 points from your COMBAT SKILL. If you have no weapon at all, you must deduct 8 points from your COMBAT SKILL.

EQUIPMENT

You wear the grey robe and hooded cloak of a Shianti Wizard. Your only weapon is your Wizard's Staff (note this on your *Action Chart* under Weapons). You wear a Backpack containing 4 Meals (note under Meals on your *Action Chart*), and you have been given a map of the Shadakine Empire (note under Special Items on your *Action Chart*), which you place inside your robe.

If you have chosen Alchemy as one of your Magical Powers, then you will have a leather pouch for herbs and potions hanging from your belt. The Herb Pouch contains the following:

2 empty vials for carrying potions
1 vial containing saltpetre
1 vial containing sulphur

Your Herb Pouch will carry a maximum of eight items.

How to carry equipment

Now that you have your equipment, the following list shows you how it is carried. You do not need to make notes but you can refer back to this list in the course of your adventure.

WIZARD'S STAFF – carried in the hand.
BACKPACK – slung over the shoulder.
MEALS – carried in Backpack.

How much can you carry?

Weapons
The maximum number of weapons that you may carry is *two*. Your Wizard's Staff counts as one weapon.

Backpack Items
These must be stored in your Backpack. Because space is limited, you may only keep a maximum of eight articles, including Meals, in your Backpack at any one time.

Special Items
Special Items are not carried in the Backpack. When you discover a Special Item, you will be told how to carry it.

Nobles (Shadakine currency)
These are carried in the pocket of your robe.

Food
Food is carried in your Backpack. Each Meal counts as one item.

Any item that may be of use and can be picked up on your adventure and entered on your *Action Chart* is given Capital letters in the text. Unless you are told it is a Special Item, carry it in your Backpack.

How to use your equipment

Weapons
Your COMBAT SKILL depends on your Wizard's Staff. If you do not possess your Staff when you enter combat you must deduct 6 points from your COMBAT SKILL. If you enter a combat without a weapon, deduct 8 points from your COMBAT SKILL and fight with your bare hands. If you find a weapon during the adventure, you may pick it up and use it. (Remember that you can only carry *two* weapons at once.)

Backpack Items
During your travels you will discover various useful items which you may wish to keep. (Remember that you can only carry a maximum of eight items in your Backpack at any one time.) You may exchange or discard them at any point when you are not involved in combat.

Special Items
Each Special Item has a particular purpose or effect. You may be told this when the item is discovered, or it may be revealed to you as the adventure progresses.

Currency
The currency of the Shadakine Empire is the Noble, which is a small jade stone. The system of money is alien to the Shianti and for this reason you begin your adventure with no money. Whenever you kill an enemy, you may take any Nobles belonging to him and keep them in the pocket of your robe.

Food
You will need to eat regularly during your adventure. If you do not have any food when you are instructed to eat a Meal, you will lose 3 ENDURANCE points.

RULES FOR COMBAT

There will be occasions during your adventure when you have to fight an enemy. The enemy's COMBAT SKILL and ENDURANCE points are given in the text. Grey Star's aim during the combat is to kill the enemy by reducing his ENDURANCE points to zero while at the same time losing as few ENDURANCE points as possible himself.

At the start of a combat, enter Grey Star's ENDURANCE and WILLPOWER points and the enemy's ENDURANCE points in the appropriate boxes on the Combat Record section of your *Action Chart*.

The sequence for combat is as follows:

1. Calculate your current COMBAT SKILL total, based on the weapon you are using. (Remember, if you enter combat without your Staff, you must deduct 6 points from your COMBAT SKILL. If you have no weapon at all, you must deduct 8 points.)

2. Subtract the COMBAT SKILL of your enemy from this total. The result is your *Combat Ratio*. Enter it on the *Action Chart*.

3. If you are using your Wizard's Staff, decide how many WILLPOWER points you wish to use. (Remember, you must expend at least 1 point.) Enter this number on your Combat Record in the box marked WILLPOWER.

   Example
   Grey Star (COMBAT SKILL 15, WILLPOWER 23) is ambushed by a Deathgaunt (COMBAT SKILL 20). He is not given the opportunity to evade combat, but he can use his Wizard's Staff against the creature as it swoops down on him. He subtracts the Deathgaunt's COMBAT SKILL from his own, giving a *Combat Ratio* of −5. (15 − 20 = −5). −5 is noted on the *Action Chart* as the *Combat Ratio*. Grey Star decides to use 2 WILLPOWER points, which is noted on the WILLPOWER box of the Combat Record.

4. When you have decided upon the number of WILLPOWER points you wish to use, and you have your *Combat Ratio*, pick a number from the *Random Number Table*.

5. Turn to the *Combat Results Table* on the inside back cover of the book. Along the top of the chart are shown the *Combat Ratio* numbers. Find the number that is the same as your *Combat Ratio* and cross-reference it with the random number that you have picked. (The random numbers appear on the side of the chart.) You now have the number of ENDURANCE points lost by Grey Star. To calculate the number lost by the enemy, multiply this by the number of WILLPOWER points that Grey Star elected to use. Now you have the final number of ENDURANCE points lost by both Grey Star and his enemy in this round of combat. (*E* represents points lost by the enemy; *GS* represents points lost by Grey Star.)

   Example
   The *Combat Ratio* between Grey Star and the Deathgaunt has been established as −5, and Grey Star's WILLPOWER points used as 2. If the number taken from the *Random Number Table* is a *6*, then the result of the first round of combat is:

   Grey Star loses 4 ENDURANCE points.
   Deathgaunt loses 5 ENDURANCE points, multiplied by 2 WILLPOWER points, giving a total of 10 ENDURANCE points lost in all.

6. On the *Action Chart*, mark the changes in ENDURANCE points to the participants in the combat, and Grey Star's amended WILLPOWER points total.

7. Unless otherwise instructed, or unless you have an option to evade, the next round of combat now starts.

8. Repeat the sequence from Stage 3.

This process of combat continues until the ENDURANCE points of either the enemy or Grey Star are reduced to zero, at which point the one with the zero score is declared dead. If Grey Star is dead, the adventure is over. If the enemy is dead, Grey Star proceeds but with his ENDURANCE and WILLPOWER points reduced.

A summary of Combat Rules appears on the page after the *Random Number Table.*

Evasion of combat

During your adventure you may be given the chance to evade combat. If you have already engaged in a round of combat and decide to evade, calculate the combat for that round in the usual manner. All points lost by the enemy as a result of that round are ignored, and you make your escape. Only Grey Star may lose ENDURANCE points during that round, but then that is the risk of running away! You may only evade if the text of the particular section allows you to do so.

SAGE ADVICE

You are about to begin a quest of utmost importance and terrible danger. Beware, for you enter a world quite different from the one you leave behind. Here, even the natural laws are strange and you will need all your wits and cunning to survive in this alien world.

You will find items that might be of assistance. Some Special Items will help you on your quest, others may be of no use at all. You must decide what to keep.

Be cautious in your use of WILLPOWER points, as your WILLPOWER is the energy source for both your Magical Powers and your Wizard's Staff. A score of zero WILLPOWER points will leave you vulnerable to attack.

Follow the path of wisdom, Wizard Grey Star. The way of fools is the road to destruction!

1

Tanith takes you by the hand and you step forward into a tunnel of swirling mist. As the outline of the Shadow Gate fades behind you, you gaze at your new surroundings. Horrified, you perceive strange shapes and pale faces writhing within the tunnel wall. The faces stare at you vacantly, mouthing indistinguishable words, and you walk along the tunnel to a barrage of murmuring voices, muffled cries, moaning and sobbing. Tanith looks at you but says nothing, the terror in her eyes mirroring your own. 'Such a place could drive a man insane,' you say, quietly.

The two of you walk faster into the unknown, your hearts pounding with anticipation. Finally, the tunnel opens on to a vast plain of white cloud suspended beneath a sunless sky. Stepping on to this twilit plain, you notice that the light of the sky casts no shadow and disappears into absolute blackness above your head. Looking down, you can see no solid ground beneath the cloud, which somehow supports you. Like the Shadow Gate before, the tunnel of mists fades away and you find yourself staring out across the bleak silence of the Daziarn. Scanning the distant horizon, you sight the outline of a building. Tanith tugs your arm. 'Look!' she says, pointing away to the left. You follow the direction of her outstretched arm to see the hunched figure of a man, gliding slowly across the plain.

If you wish to head towards the distant building, turn to **211**.

If you wish to question the man, turn to **122**.

2

There are mirrors of every conceivable size and variety hanging both on the walls and the ceiling. You can see only one other exit from the room.

If you wish to search the room, turn to **198**.

If you wish to leave by the other exit, turn to **221**.

3

Tanith takes a step towards Drear, her mind bewitched by his enchantment. You resist the power of his call, using the strength of your will but you expend 2 WILLPOWER points before Drear's spell is completely banished from your mind.

With an anguished cry, Drear suddenly vanishes and Tanith regains her senses with a start. 'I was almost his to command,' she comments, breathless and frightened.

'Come,' you reply, 'to the Crystal Tower. We are sure to learn something of the Moonstone there.'

Turn to **50**.

4

Carefully you set down the heavy statue and a sigh of relief escapes the Elessi's lips. 'I am the Guardian of the Screaming God,' he says in a clear, musical tone. 'Before you continue this madness, let me tell you of that which you seek to steal.'

If you agree to the Guardian's request, turn to **115**.

If you do not agree to the Guardian's request and wish to take up the statue and continue, pick a number from the *Random Number Table* and add to it your current ENDURANCE points total.

If your total is now *20* or more, turn to **59**.
If your total is now less than *20*, turn to **65**.

5

The Academicians gave you a detailed description of the Threnogem and, at the cost of 1 WILLPOWER point, you search for it with your mind. It is very near. To your surprise, you sense no magical presence or power; whatever power the Threnogem might possess, it is now inactive. Your vision leads you to a long avenue paved with crystal stones. At the end of the avenue stands a magnificent palace. The Threnogem awaits you there.

Turn to **262**.

6

Suddenly you raise your Staff and hurl a bolt of magical fire at the nearest Elessi. He falls to the ground and his companions recoil in horror.

Pick a number from the *Random Number Table* and add this number to your current COMBAT SKILL total.

If your total is now *15* or more, turn to **248**.
If it is less than *15*, turn to **93**.

7

You take one step forward and instantly a sword drops from above, fatally skewering your head.

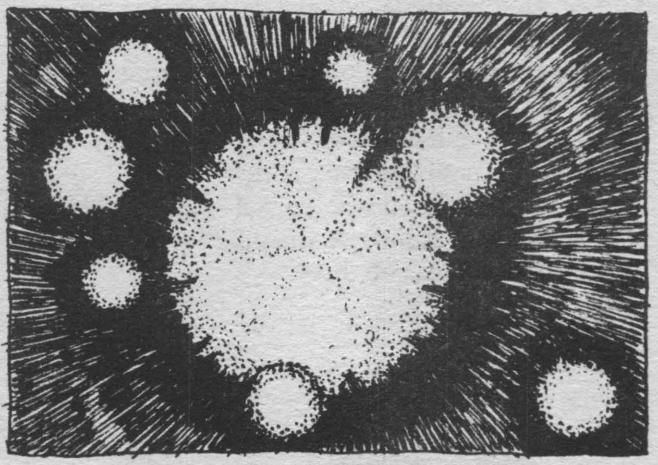
Your life and your quest end here.

8

You are looking into a large, circular room full of mirrors. It is completely empty.

If you wish to enter the room, turn to **2**.

If you have the Magical Power of Prophecy and wish to use it, turn to **149**.



9

At the expense of 1 WILLPOWER point, you search the future to help you make the correct decision. Your vision tells you that the Elessi is able to read your mind and, indeed, has already done so. The truth alone will suffice here; you must trust the Elessi to understand that you were forced by others to commit your action.

Turn to **259**.

10

You study the inscription again, only to find that the words have changed once more. Tanith reads the inscription aloud:

> ''Ware the hunters, beasts of prey,
> Five in number, feared by name;
> The widow woman, patient weaver;
> The tireless runner, shadow-seeker;
> Bird of fire, the treasure lover;
> Arrow-swift, his keen-eyed brother;
> But only he who walks without feet
> May pass this door of mystery.'

If you wish to try the Serpent Key, turn to **240**.
If you wish to try the Eagle Key, turn to **227**.
If you wish to try the Wolf Key, turn to **235**.
If you wish to try the Spider key, turn to **252**.
If you wish to try the Dragon Key, turn to **277**.
If you wish to strike the door with your Wizard's Staff, turn to **97**.
If you have the Magical Power of Prophecy and wish to use it, turn to **161**.
If you have the Magical Power of Psychomancy and wish to use it, turn to **193**.

11

You are now close to the foot of the stairs.

If you wish to walk to the one-sword flagstone directly at the base of the stairs, turn to **42**.
If you wish to step on to the two-sword flagstone next to it, turn to **349**.
If you wish to step on to the two-sword flagstone that lies directly behind the foot of the stairs, turn to **40**.

(continued over)

If you wish to move in the direction of the main entrance and on to the two-sword flagstone behind you, turn to **7**.

If you wish to step on to the centre stone that bears just one sword, turn to **311**.

12 – *Illustration I*

You find Oz-na-Mun sitting before his shack, staring at a tall mass of moist, red clay before him. His gaunt face is full of sorrow and he does not even look up when you approach. 'So you have come,' he says, flatly.

'You knew I was coming?' you reply, surprised.

'He has been here; your shadow brother, your dark self. There was a girl with him also.'

'I seek the Moonstone of the Shianti,' you state. 'Do you know where it is and how it may be found?'

The sad-eyed man looks at you solemnly. 'There is a mountain, the Moaning Mountain it is called. In the side of the mountain is a cavern and at the end of the cavern is a Gate from this realm to the next, a place known as the Vale of Peace. The people of the Vale are wise and friendly; they will show you the way to the hidden realm of the Moonstone. Here, take this map of the Moaning Mountain.' He gives you a cloth map showing the location of the cavern. Mark this as a Special Item on your *Action Chart* and carry it in a small pocket inside your robe.

'But first you must leave this realm and save the girl.' You nod your head. 'You will have to bargain with

I. Oz-na-Mun is sitting before his shack, staring at a mass of red clay

the Master.' You look puzzled and the man explains: 'All who come to the Realm of Paradox may ask for a gift from the god and, if it is within his power, he must give it. But beware his bargains. He has many cruel gifts; gifts such as these.' Oz-na-Mun raises his hands and you look at them with horror. They are the hands of a giant and are grossly out of proportion with the rest of his body.

'Once, I was a great sculptor and in my home realm of Meledor I was respected by all. But I hungered for greater success. I took up the company of a mage and one night we summoned the Chaos-Master together. His spirit came easily, for the realm of Meledor and the Realm of Paradox are joined. I told him that desired the greatest hands in the world that I might make the greatest sculptures in the world. He said he could grant me my wish on condition that I remain in his realm until completion of my first work. I agreed and as soon as I was brought here, I discovered that my hands had been transformed. However, they were not as I had wished: they were clumsy, rough, fit only for digging clay not shaping it. I have never made another piece.' He curls a huge hand into a fist and punches the shapeless mass before him. 'Beware the bargains of the Chaos-Master. He is a malevolent god.'

'What does he want with the girl, Tanith?' you ask.

'He will bargain with her, also.' He tells you that you can summon the Chaos-Master by calling to him for audience. 'But beware! The bargains of the Chaos-Master are in keeping with the law of Paradox: opposites and contradictions.'

'There is no other way of saving Tanith,' you reply, sadly. 'I must summon the Chaos-Master.'

Turn to **94**.

13

You manage to control the craft but make such a bumpy landing that you are hurled from the machine. You lose 2 ENDURANCE points due to injuries sustained in the fall. The Ethetron grinds to a noisy, juddering halt but fortunately, like yourself, it has survived the impact.

Turn to **26**.

14

You perceive that the realm you have entered harbours many illusions: the waters of a blue ocean, rippling with foam-crested waves, roll above your head where the sky should be; below, green hills undulate between mountains balanced upon their peaks; a huge fist rises up, poised to smash down upon you but you pass through it as if it were a phantom. All around is the sound of crazed laughter. A man who believed in the reality of these illusions would stand at the threshold of madness. With the strength of your will you challenge the illusions that surround you; instantly the nightmare vision disappears.

Turn to **187**.

15

Drear is working a subtle magic on your mind. Closing your eyes, you concentrate the power of your will, and, at the cost of 1 WILLPOWER point,

summon the magical energy of the Astral plane. But your Power of Sorcery appears to have no effect. Perhaps Drear's magic does not obey the same laws as your own and is beyond your control?

If you wish to attack Drear with your Wizard's Staff, turn to **36**.

If you wish to resist Drear's call without the aid of magic, turn to **3**.

16

You must act quickly, before he can pronounce sentence, for you are sure that the sentence can only be death.

If you wish to rush at the man, and attempt to fight him bare-handed, turn to **57**.

If you have the Magical Power of Sorcery and wish to use it to create a shield around yourself, turn to **25**.

If you have the Magical Power of Sorcery and wish to use it to summon your Staff into your hand, turn to **49**.

If you have a Mind Gem and wish to use its power, turn to **37**.

If you possess a silver Elessi Pipe and wish to use it, turn to **69**.

17

You are standing on the battlements of the Crystal Tower. You see a skylight and, with Tanith following, you enter a dark room. Two cold, black eyes watch your every move as, cautiously, you advance into the room. A slight sound from above causes you to glance at the ceiling, where a hideous, leathery-

winged creature is preparing to attack. There is no time to evade; you must fight this creature to the death.

Daemonak: COMBAT SKILL 21 ENDURANCE 28

If you win the combat, turn to **250**.

18

The Elessi stops playing his strange, silver Pipe and, at long last, the terrible pain in your head ceases. The Elessin guards drag you to your feet. Your brain reels from the assault of the Pipes and you are powerless to resist them. With a guard holding each arm, you are marched to a massive palace that lies at the very heart of the city.

Turn to **191**.

19

Pulling back the steering lever, you draw more power and coax the flying machine to climb. Soon, the Crystal Tower is nothing but a speck on a barren grey landscape. Taking out the Gyronome, you discover that you are travelling in the right direction. Presumably, there is more than one route that leads from the Neverness. The sound of the Gyronome grows louder as you climb higher into the featureless sky.

Suddenly, the craft lurches forwards and you are pitched to the floor. You feel a tingling sensation throughout your body and, as you stagger to your feet, you gaze upon a wondrous sight. You are flying through a clear, sunlit sky. The wind is rushing past your face and, below, the land is fresh and green.

20–21

You have passed through an invisible barrier or Gate that connects the Neverness with this realm. In the distance you can see a city, gleaming brightly beneath the sun: it is the Singing City of the Elessin.

You sway as the wind buffets the ship. You struggle to regain control as the Ethetron violently bucks and reels. You are disoriented by the sudden change and, clumsily, you try to make a landing.

Pick a number from the *Random Number Table*. If you possess the Talisman of the Shianti, add 2 to the number you have picked.

If your total is now *0 — 3*, turn to **13**.
If your total is now *4 — 11*, turn to **77**.

20

The Chaos-Master agrees to your request and Tanith comes running towards you. She looks at the Jahksa uncertainly, disturbed by his awesome presence. The Jahksa sneers at Tanith and looks back with eyes that burn with hatred.

Now the Master tells you his terms. He demands that your request to be reunited with Tanith be extended to include the Jahksa. For the Jahksa is named 'Grey Star', too. It bows, a sly smile playing across its lips.

Turn to **249**.

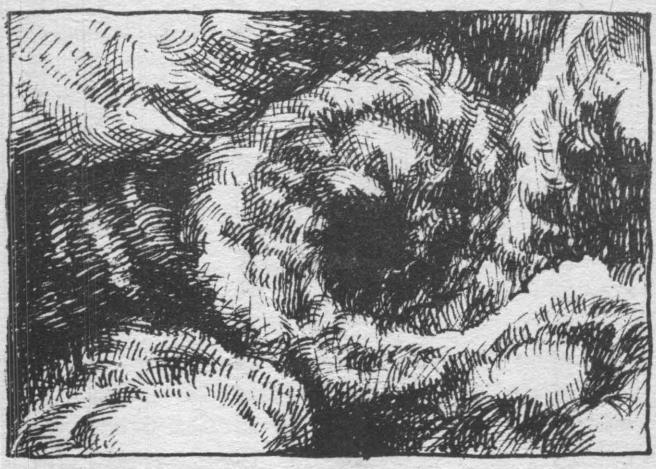
21

You shrug off the grasp of the Elessi and raise your Staff to strike. Owing to the surprise of your attack, a few well-aimed blows are all that is required to despatch the Elessin; your attack costs you 3 WILLPOWER points. Only one Elessi remains. He backs away and

places a small, silver Pipe to his lips. Immediately, a terrible screaming fills your head and you gasp with pain as the shriek of the Pipe claws at your mind.

Add together your current WILLPOWER and ENDURANCE scores.

If they total 20 or less, turn to **271**.
If they total more than 20, turn to **284**.



22

Pick a number from the *Random Number Table* and add this number to your current ENDURANCE points total.

If your total is now *20* or more, turn to **59**.
If your total is less than *20*, turn to **65**.

23

Carefully, you pick your way around the tower, but you are unable to find a door and soon find yourself

back where you started. Bemused, you sigh and frown in puzzlement. 'If someone bothered to write that inscription, they must have bothered to make a door,' you say to Tanith.

'It must be hidden,' she replies. With a shrug, you turn back and stare at the Crystal Tower once more.

If you wish to read the inscription again, turn to **132**.
If you wish to search for a door on the left side of the tower, turn to **143**.
If you wish to search for a door on the right side of the tower, turn to **206**.
If you have the Magical Power of Prophecy and wish to use it, turn to **347**.
If you have the Magical Power of Psychomancy and wish to use it, turn to **70**.

24

You sense that the Jahksa has summoned an Elemental wind against you. He must be unconcerned for his own safety and bent on your destruction whatever the cost. The use of this Power has cost you 1 WILLPOWER point.

If you have the Magical Power of Elementalism and wish to use it, turn to **27**.
If you do not possess this Power or do not wish to use it, turn to **165**.
If you wish to attack the Jahksa, turn to **148**.

25

At the cost of 2 WILLPOWER points, you weave a shimmering wall of sorcery around yourself. The

Elessi raises his jewelled crozier and carries out the sentence. Nothing happens. The Elessi looks at you in amazement; the power he sought to bring to bear on you has failed.

Turn to **322**.

26

You have landed in a large field. In the distance you see the hazy outline of a city, gleaming in the sunlight. You take out the Gyronome and its tone confirms that you are in the Realm of the Singing City. Several people are running towards you from the city; they are fair haired, have strange, circular ears and are dressed in short, white togas. They are calling to you in a language you do not understand.

They soon reach you and chatter enthusiastically as they point excitedly at both the Ethetron and the sky. You smile and nod and try to communicate with them the best you can. Their soft voices have a flute-like sound and their language, incomprehensible though it is, possesses a lilting, musical quality that is pleasing to the ear. They are Elessin and they are asking you to accompany them.

If you wish to go with the Elessin, turn to **45**.
If you decide that it would be wiser to refuse, turn to **66**.

27

Immediately ahead, the bank of rolling cloud is fast transforming into a violent storm. Quickly, it surrounds the Ethetron. The Jahksa has summoned against you the Elementals that have served you so

well in the past. You close your eyes and call out in the sibilant tongue of the Elemental spirits.

Within the depths of your trance, four figures stand before you representing the principal Elements of Earth, Air, Fire, and Water.

If you desire the aid of the Fire Elemental, turn to **41**.

If you desire the aid of the Water Elemental, turn to **54**.

If you desire the aid of the Earth Elemental, turn to **73**.

If you desire the aid of the Air Elemental, turn to **88**.

28

The sentence is death. Before you can react, the Elessi lifts his jewelled crozier and a searing pain fills your head. The terrible noise drills into your brain, bursting your ear drums and hurling you to the floor in agony.

Your life and your adventure end here.

29

You bend down and examine the inscription and read:

'A life that's spent at odds with death,
Can dull the mind – the broadsword's edge.
But even-tempered swords and heads,
Fall easy where the foolish tread.'

While crouching, you catch sight of the ceiling. A dense mass of swords are suspended, points down-

ward, in the air above your head. You feel sure that there is a connection between these swords and those inscribed in the flagstones.

If you wish to step on the flagstone directly ahead of you that bears two swords, turn to **349**
If you wish to step on the flagstone to the left that bears one sword, turn to **318**.
If you decide to step on the flagstone ahead and slightly to the right that bears one sword, turn to **234**.

30

There are many crevices and projections in the wall and you climb it with little difficulty. Unfortunately, the other side of the wall is smooth and falls sheer, twenty feet to the ground below.

If you possess a Rope and wish to use it, turn to **58**.
If you decide to jump, turn to **155**.

31

At the cost of 2 WILLPOWER points, you hurl a flaming bolt at the screeching eagle that is rushing towards you. Your attack devastates the bird in an explosion of golden feathers and magical flame but somehow the eagle manages to stay airborn. You raise your Staff and prepare to engage the eagle in close combat

'Wait, Grey Star,' says Tanith, her voice hard and forceful; 'I can handle this.'

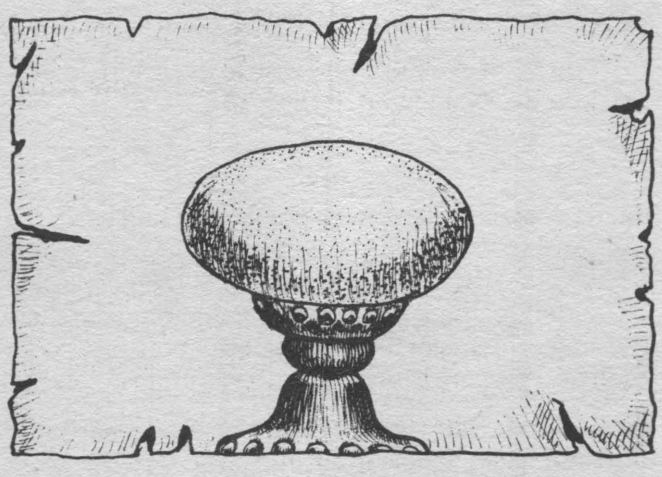
If you wish to allow Tanith to deal with the eagle, turn to **150**.
If you decide to ignore her command, turn to **137**.

32

Above your head, where the sky should be, the blue waters of an ocean roll, rippling with foam-crested waves. Below, green hills and fields shift and move like water. The Ethetron rocks violently. You are no longer able to choose between up and down, left or right. Mountains stand upon their peaks; towns and cities drift past; night becomes day, and day becomes night in quick succession; a huge fist rears up, poised to strike, then passes through you like a phantom. All around you is the sound of crazed laughter.

If your current WILLPOWER score is 12 or more, turn to **67**.

If your WILLPOWER score is less than 12, turn to **104**.



33

Anxiously you search around but there is no indication that this realm contains any peculiar features.

Then a strange symmetrical shape, quite unlike a star, catches your eye. You steer the crippled Ethetron towards the object and, when you are close enough to recognise it, you give a gasp of joy. It is a Trianon, a creation of the Shianti; instinctively you know that this must be the place where the Moonstone is hidden.

Suddenly, a fearsome shriek distracts your attention from the ancient Shianti tomb. The starlit sky is now full of terrible creatures.

Turn to **75**.

34

At the expense of 1 WILLPOWER point you cause the tip of your Wizard's Staff to glow with a dull light. The feeble light merely confirms that you are in the midst of an impenetrable blackness, devoid of all sound and movement but at least the light holds your terror at bay.

Turn to **60**.

35

Tanith takes out the Dragon Key and begins to chant. The Jahksa realizes what she is doing and aims a blow at her. With a lightning reflex you are able to jolt his arm and spoil his aim. A cloud of magical fire explodes a few feet from Tanith but she does not flinch as she nears completion of her spell. The sound of leathery wings and the looming shadow of a dragon now threaten your dark twin. He curses and swiftly his body becomes transparent.

Turn to **273**.

36

You raise your Staff. Drear makes no attempt to defend himself and you strike him with a mighty blow that costs you 1 WILLPOWER point. As the magical fire of your attack breaks the silence of the Neverness, Drear vanishes without a trace. Tanith regains her senses abruptly and shakes her head to clear her mind. 'I was almost his to command,' she says with shocked disbelief.

'Come,' you reply, 'to the Crystal Tower. We are sure to learn something of the Moonstone there.'

Turn to **50**.

37

Quickly, you draw out the Mind Gem and attempt to master the Elessi but he is a powerful telepath and easily resists your power. Unperturbed, he carries out the sentence.

Turn to **28**.

38

With a curt nod you keep walking, praying all the time that your bluff will work. The guard says nothing more and, with a sigh of relief, you walk unhindered into the city.

Turn to **175**.

39

You reach out and touch the statue. To your surprise, it feels warm and life-like. You concentrate your Power of Psychomancy (at the cost of 1 WILLPOWER

point) and, as you focus your power upon the statue, a violent surge shudders through your body and a terrible, inhuman scream echoes momentarily in your brain. The force of the blast throws you backwards to the floor and you lose 1 ENDURANCE point. You stare at the statue with a mixture of horror and loathing: it is alive!

Turn to **346**.

40

You are walking forwards when suddenly a sword falls from the ceiling and skewers you from head to toe. You keel over in an ever-widening pool of blood.

Your life and your adventure end here.

41

Fortunately, the Fire Sprites realize that you do not wish to set fire to the Ethetron but, as there is little else to burn, they do not come to your aid. The use of this Magical Power has cost you 1 WILLPOWER point. If you wish, you may maintain this trance state and seek the aid of one of the other Elements.

If you desire the aid of the Earth Elemental, turn to **73**.

If you desire the aid of the Water Elemental, turn to **54**.

If you desire the aid of the Air Elemental, turn to **88**.

If you wish to cease using Elemental Magic, turn to **33**.

42

You make it to the foot of the stairs without injury. Tanith traces out a similar course and, still alert and ready to act, you ascend the stairs.

At the top of the stairs there is a narrow landing from which there is only one exit through a very heavy door. You try the handle and, to your delight, discover that it is open.

If you wish to rush into the room beyond, turn to **110**.

If you wish to open the door just a crack and peer in, turn to **8**.

If you have the Magical Power of Prophecy and wish to use it, turn to **149**.

43

Taking Tanith by the arm, you make to move away. Drear is working a subtle magic, an enchantment that is hard to resist, and Tanith has already succumbed to his power.

If you wish to attack Drear with your Wizard's Staff, turn to **36**.

If you wish to use the Magical Power of Sorcery, turn to **15**.

If you wish to resist Drear's call without the aid of magic, turn to **3**.

44

You stagger through the palace entrance. The Elessin follow but keep a respectful distance. You view the long flight of steps leading down from the palace with trepidation. You dare not discard the statue for you

are sure that it is only the Elessin's fear of it that keeps them from attacking you.

Pick a number from the *Random Number Table*. Add this number to your current ENDURANCE points total.

If your total is now *20* or more, turn to **59**.
If your total is now less than *20*, turn to **65**.

45 – *Illustration II (overleaf)*

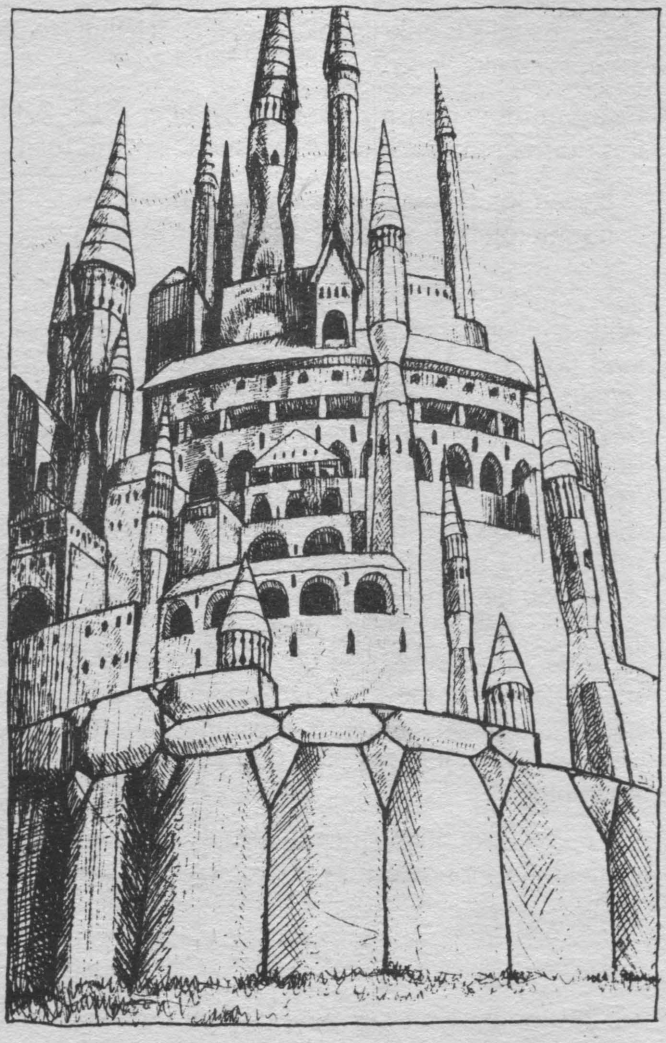
With smiling faces and much laughter, the Elessin lead you to their home. As you draw closer to the Singing City, you gaze in wonder upon the dazzling display of glass and fragmented light that gleams beneath the bright sun. Rainbows of colour splash from the delicate spires and splendid ivory towers that point towards the sky. Like the distant ringing of a million tiny bells the music of the city reaches your ears. You hear the warm resonance of a shifting bass accompanied by pure, whispering harmonies as delicate as a breeze and you are awestruck by the magnificence of the city. The Academicians told you that the Elessin are cruel creatures but their city suggests a purity of spirit beyond any mortal imagining.

You pass through the arched gateway of the city and walk along a long avenue of crystal paving stones.

Turn to **238**.

46

In the lonely terror of the absolute darkness your voice is swallowed up by the fathomless void. However, the chant conjures fond memories of your gentle Shianti masters and your fear swiftly sub-



II. The Singing City with its delicate spires and splendid ivory towers

sides. You are gratified that even here, in this terrible limbo, the power and wisdom of the Shianti is still within your grasp. You regain 1 WILLPOWER point.

Turn to **60**.

47 – *Illustration III (overleaf)*

You enter a door. To your surprise, you and Tanith find yourselves standing in a circular chamber filled with a milky-white light. Your heart lifts when you recognize that the source of the light is the Moonstone itself. 'So you found it at last,' says a voice behind you. It is the Jahksa.

Turn to **275**.

48

The wall has many crevices and projections and the foliage makes climbing easy. However, when you reach the top, you look down to see that the other side of the wall is smooth with a sheer drop to the ground of at least twenty feet.

If you possess a Rope and wish to use it, turn to **244**.
If you do not have a Rope, turn to **212**.

49

The Elessi raises the jewelled crozier and prepares to carry out his sentence. At the expense of 3 WILLPOWER points, you wrench your Wizard's Staff from his hand and draw it towards you. The Elessi watches amazed.

If you wish to fire a long-range attack at the Elessi, turn to **340**.
If you wish to try to engage the Elessi in close combat, turn to **322**.

III. You and Tanith find yourselves in a circular chamber filled with milky-white light

50 – *Illustration IV (overleaf)*

Hastily, you walk across the plane of clouds, crossing the Neverness and gaining on the Crystal Tower, which gleams faintly with a strange light. The tower is built from great shards of black crystal and its design is entirely alien to your eyes.

Turn to **167**.

51

You are still losing height as the greyish mist contained in the glass dome seeps from the Ethetron. Swerving like a tiny insect to avoid the weird creatures, you battle for control but the ship is becoming harder and harder to steer. Then, suddenly, they are no longer there.

Turn to **33**.

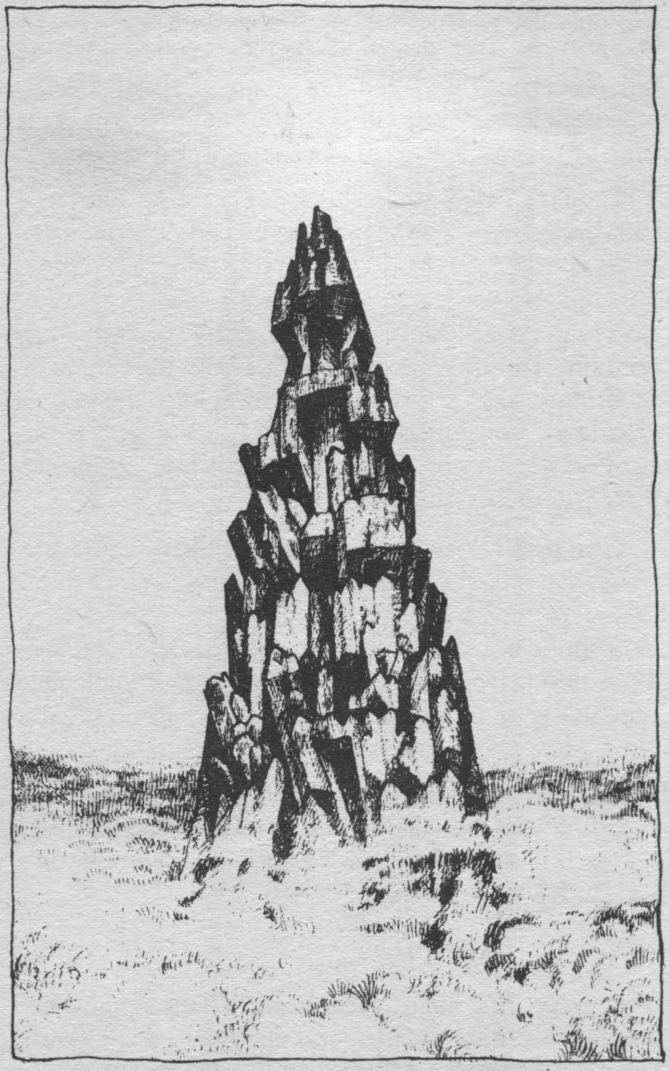
52

You shake your head and the guard looks at you with a puzzled frown. He directs a stream of unintelligible phrases at you and you curse under your breath. Now you're really in trouble!

If you wish to make a run for it, turn to **184**.
If you wish to nod your head, turn to **232**.
If you wish to shake your head and continue, turn to **254**.

53

You have not taken more than a few steps when Tanith's scream causes you to look up. A sword hurtles towards you and slices cleanly through your chest, inflicting a fatal wound.



IV. The Crystal Tower gleams faintly with a strange light

Your life and your adventure end here.

54

The only available source of water is from within the storm clouds that surround you and, to the howling delight of the Jahksa, it begins to rain heavily. The use of this spell has cost you 1 WILLPOWER point. You may maintain this trance state if you wish and seek the aid of another Elemental spirit.

If you desire the aid of the Fire Elemental, turn to **41**.

If you desire the aid of the Earth Elemental, turn to **73**.

If you desire the aid of the Air Elemental, turn to **88**.

If you wish to stop using Elemental Magic, turn to **33**.

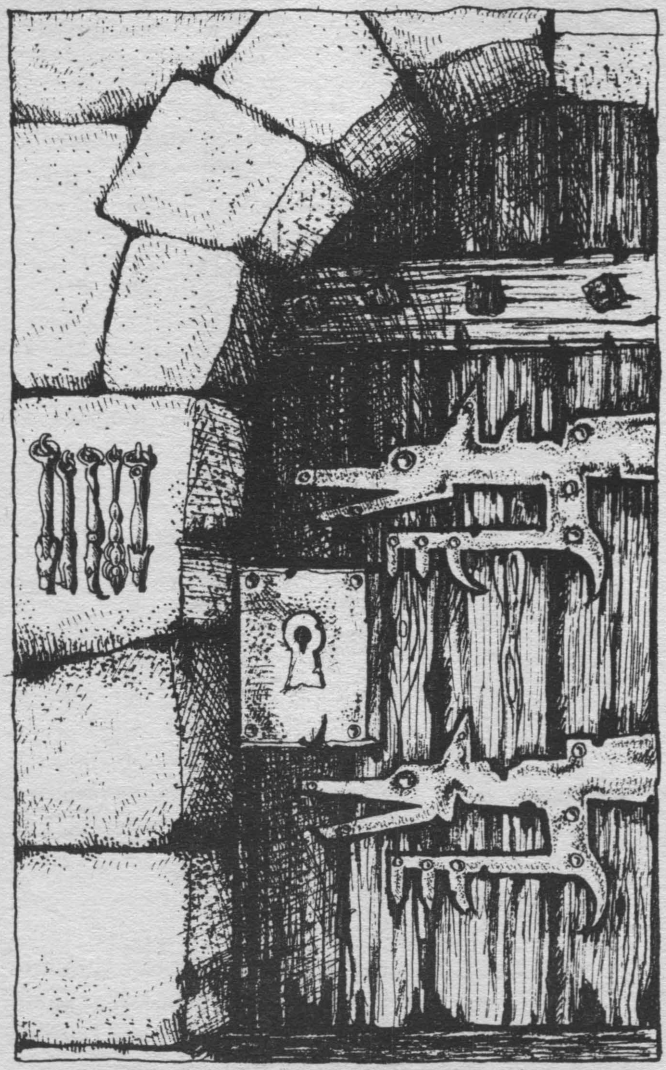
55

At the cost of 1 WILLPOWER point you reach out with your mind, seeking guidance from the future. You sense an imminent catastrophe if you take the Threnogem from the statue's mouth. The statue is a source of evil power and it is only the Threnogem that keeps this evil at bay.

Turn to **346**.

56 – *Illustration V (overleaf)*

Soon you are back where you started, having completed a circuit of the Crystal Tower. To your immense surprise, however, there is now a door beneath the metal plate. Tanith has an incredulous



V. The iron-shod door is locked and five keys are hanging by it

look upon her face. 'There is strange sorcery at work here,' she comments.

The iron-shod door is tall and uninviting. You try the handle but the door is locked. You notice a keyhole and five Keys hanging on five hooks by the door. Each Key has been shaped into the likeness of a beast.

If you wish to use the Serpent Key, turn to **240**.
If you wish to use the Eagle Key, turn to **227**.
If you wish to use the Wolf Key, turn to **235**.
If you wish to use the Spider Key, turn to **252**.
If you wish to try the Dragon Key, turn to **277**.
If you wish to read the inscription above the door, turn to **10**.
If you wish to strike the door with your Wizard's Staff, turn to **97**.
If you have the Magical Power of Prophecy and wish to use it, turn to **161**.
If you have the Magical Power of Psychomancy and wish to use it, turn to **193**.

57

With a brave cry you launch yourself at the Elessi. He is surprised by your bold move and you are able to drag him to the ground. Amidst a tangle of thrashing limbs, you attempt to wrestle him into submission. As you are fighting without a weapon, you must deduct 8 points from your COMBAT SKILL total for the duration of the fight, unless you possess a Jewelled Dagger, in which case, deduct only 6 points from your COMBAT SKILL total.

Elessi Leader: COMBAT SKILL 12 ENDURANCE 25

If you are still fighting the Elessi after three rounds of combat but have the higher ENDURANCE total, turn to **99**.

If you have already killed the Elessi after three rounds, or choose to fight to the death, turn to **107**.

58

You fasten the Rope around a glass gargoyle and slide down to the street below. The Rope is still fastened to the top of the wall and you must leave it there. (Remember to delete the Rope from your *Action Chart*.) You turn and head down the street. You have only gone a short way when you are alerted by a shout: an Elessi is calling to you. Without hesitation, you run away from him but the Elessi calls for the aid of others and soon a crowd of Elessin are in hot pursuit. You turn the first corner that you come to and find yourself running across a lawn of blue grass. You can see no hiding place. The cries of the Elessin draw closer as you reach an ornate fountain in the centre of the lawn.

If you wish to jump into the fountain, turn to **225**.
If you wish to keep running, turn to **335**.

59

You work your way down the steps of the palace and enter the avenue of crystal that leads from the Singing City. Moving at a painfully slow pace, you finally reach the grove of trees where your flying machine is hidden. You drag the statue on board and turn to the controls. The Ethetron rises up into the air and, using the Gyronome to guide you once more, you soon

feel the strange tingling sensation that indicates that you are crossing the realms of the Daziarn.

Turn to **278**.

60 – *Illustration VI (overleaf)*

You take out the Gyronome. To your surprise it is still emitting its familiar, high-pitched note. You are further confused when you discover that the device continues to sound at the same volume wherever you point it. You depress the foot bar. The mist within the glass dome begins to swirl and its ghostly light grows brighter but there is no sensation of movement, even with the bar pressed all the way down to the floor. You fear that you are stranded – becalmed upon an alien sea.

A thread-like line of white light in the distance gives you fresh hope. Your flesh begins to tingle – an unpleasant sensation that seems to be drawing the strength from your body (lose 2 ENDURANCE points). The horizon of white light thickens until it splits the darkness in two, and yawns like an infernal chasm. Terrified, you hurtle towards the momentous shaft at an incredible speed.

If you wish to try to slow your pace, turn to **74**.
If you wish to continue at the same speed, turn to **310**.

61

You are wasting valuable WILLPOWER points assaulting the door and decide to return your attention to the five Keys.

VI. The horizon of white light splits the darkness in two

If you wish to try the Serpent Key, turn to **240**.
If you wish to try the Eagle Key, turn to **227**.
If you wish to try the Wolf Key, turn to **235**.
If you wish to try the Spider Key, turn to **252**.
If you wish to try the Dragon Key, turn to **277**.

62

The Master explains the route you must take towards a place called the Moaning Mountain. He goes on to reveal that in the side of the Moaning Mountain is a cavern and at the end of the cavern there is a Gate, out of the realm that leads to a place called the Vale of Peace. The people of the Vale are wise and friendly and will show you how to reach the Realm of the Moonstone.

He then returns Tanith to you but your joy is subdued when the Master demands his terms: you may only leave the realm if the Jahksa accompanies you.

Turn to **249**.

63

Once more you begin the arduous climb. The decorations carved upon the crystal surface of the tower wall have become more intricate and difficult to negotiate. You pray that your luck will hold but it is not enough to save you. With a cry, you slip and fall, crashing to the ground far below.

Your life and quest end here.

64

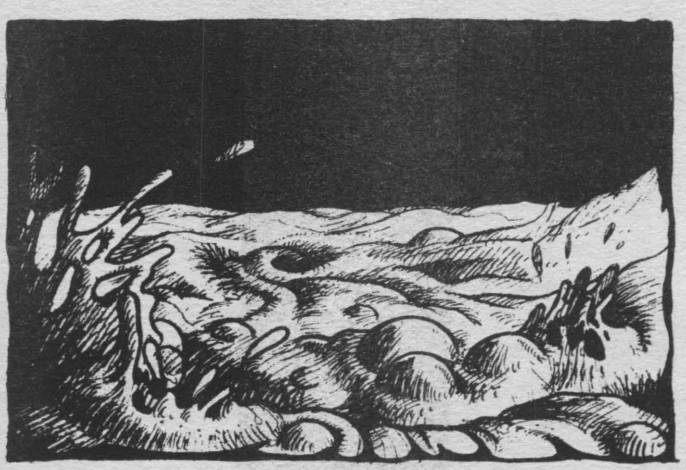
At the cost of 2 WILLPOWER points, you fire at the leading bird. Your aim is good. With a distraught cry,

the bird drops from the sky, streaming smoke behind it in a coiling plume.

The remaining creatures appear undaunted by their fellow's plight and soon fall upon you. Clinging to the rail of the Ethetron, they strain their long necks to peck at you. The damaged Ethetron can barely support their weight and slowly but surely you are being dragged into the swirling mist below. One of the birds swoops in attack.

Chaos-bird: COMBAT SKILL 20 ENDURANCE 24

If you win the combat, turn to **133**.



65

Gingerly, you set one foot on the first of the palace steps. Your muscles are screaming with the strain of carrying the statue. Suddenly, you trip and fall. You hear the terrified shouts of the Elessin gathered

around as you and the statue tumble down the stairs. The statue hits the bottom with a resounding crash and the Threnogem rolls out from its mouth. With dismay you watch it rolling away. The Elessin scream in terror.

Turn to **270**.

66

Shaking your head, you convey to them that you do not wish to accompany them. They become gently insistent and one takes hold of your arm and gestures towards the city. The laughter subsides. The Elessin are unarmed but you are unsure of their intentions.

If you wish to go with the Elessin, turn to **45**.
If you wish to continue to refuse them, turn to **72**.
If you prefer to attack the Elessin with your Wizard's Staff and possess 4 WILLPOWER points or more, turn to **21**.

67

'Welcome to the realm of the impossible, Paradox, land of contradictions!' booms a voice from overhead. 'What gift do you seek from the Chaos-Master?'

'I seek a girl; her name is Tanith,' you cry, 'and one who is named Oz-na-Mun.'

'So be it!' replies the Chaos-Master. 'The bargain is struck. These things you shall have and then you must return to me and make payment.'

Before you can ask the nature of this 'payment' you find yourself standing upon firm ground, looking out across a vast quarry of red soil. Your Ethetron lies

close at hand. On the other side of the quarry you can see smoke rising from a rough wooden shack. You push the nightmare visions from your brain and head towards the shack.

Turn to **127**.

68

The Chaos-birds wheel around the becalmed Ethetron as Tanith chants over the Key. They move to attack but are thrown suddenly into a panic by the sight of a giant golden eagle, winging towards them.

The fight is terrible to behold as the eagle tears and claws a bloody path through the Chaos-birds. Suddenly, the lifeless corpse of a dead Chaos-bird hurtles towards the craft.

Turn to **290**.

69

You take out the Pipe, place it to your lips, and blow. The Elessi laughs – he is protected against the effects of the weapon. Unaffected, he carries out his sentence.

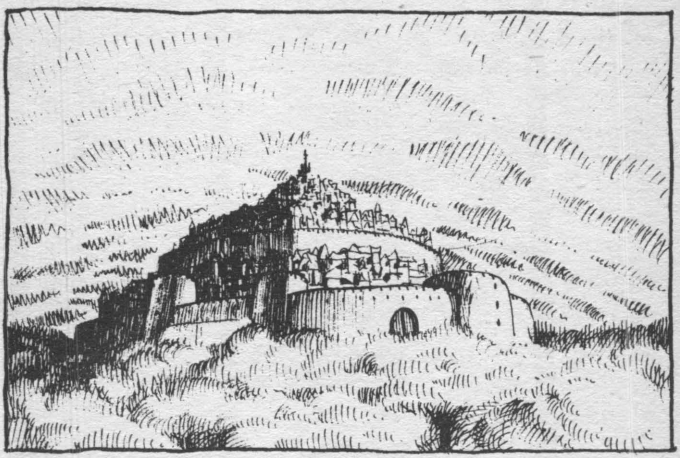
Turn to **28**.

70

You approach the wall of the tower and lay your hands upon its smooth surface. You concentrate and, eventually, a verse appears in your mind:

'There is no door. You must climb the tower,
Or smite the wall with a Wizard's power.'

If you wish to try to climb the tower, turn to **264**.
If you wish to search for a door on the right side of the tower, turn to **206**.
If you wish to search for a door on the left side of the tower, turn to **56**.
If you wish to examine the crystal wall immediately below the metal plate that bears the inscription, turn to **223**.
If you wish to attack the crystal wall with your Staff, turn to **339**.
If you have the Magical Power of Prophecy and wish to use it, turn to **347**.



71

You reach out and pluck the jewel from the statue's mouth. Swiftly, you turn, ready to run but before you can escape, a distant sound reaches your ears. Quiet at first, it develops into a scream and begins to fill the palace. The awful sound is coming from the mouth of the statue and freezes you where you stand.

The ground begins to tremble and cracks appear in the glass walls. You can hear the tinkling of shattering crystal. The hideous wail grows in volume and soon you cannot block out the sound even when you cover your ears.

Within seconds you are crushed beneath shards of broken glass and debris. You have released the Screaming God and the Singing City is doomed.

Your quest and your life end here.

72

Again you refuse but they will not accept your refusal. Two of the Elessin grab at your arms, obviously intending to force you to accompany them.

If you wish to go with the Elessin, turn to **45**.
If you wish to fight off the Elessin, turn to **326**.

73

As you are flying high in the air, there is very little chance that an earthbound spirit will be able to help you. The use of this Magical Power has cost you 1 WILLPOWER point. If you wish, you may maintain your trance state and seek aid from one of the other Elemental spirits.

If you desire the aid of the Fire Elemental, turn to **41**.
If you desire the aid of the Water Elemental, turn to **54**.
If you desire the aid of the Air Elemental, turn to **88**.
If you wish to cease using Elemental Magic, turn to **33**.

74

You lift your foot, decreasing the pressure on the bar and, hopefully, slowing the Ethetron. The white light is blinding: your head is swimming, your brain reeling, and your body trembling; lose a further 2 ENDURANCE points.

Turn to **310**.

75 – *Illustration VII (overleaf)*

At first they are distant specks but they are moving towards you at high speed and soon you are able to distinguish details. You give an involuntary gasp: the creatures have oily, purple-black skins with slickly matted feathers; their eyes protrude like two swollen bruises from the sides of their heads and their cry is hoarse like the ringing of a cracked bell. The Ethetron moves sluggisly as the very last of the grey mist seeps from its dome. You turn the ship towards the Trianon but the malformed birds (if birds they are) are gaining on you.

If you wish to attack one of the Chaos-birds at long range with your Wizard's Staff, turn to **64**.

If you wish to wait for the Chaos-birds to draw nearer, turn to **108**.

If you have the Magical Power of Elementalism and wish to use it, turn to **78**.

76

Aimlessly you wander through the city streets. After observing the Elessin for some time, you realize that your disguise is some sort of uniform. The whole city

VII. The creatures have oily, purple-black skins with slickly matted feathers

is very peaceful and the constant music very soothing but soon you notice that the music is changing.

Turn to **79**.

77

As you regain control of the flying machine you begin to slow down. You make a rather bumpy landing in a field but both you and your craft survive it unharmed. You take out the Gyronome and its shrill call confirms that you are now in the Realm of the Singing City. Away to your left and in the distance the city glints beneath the warm sunlight. Suddenly you notice several figures heading in your direction, though they are still far off.

If you wish to hide yourself and the Ethetron, turn to **85**.
If you wish to wait where you are, turn to **214**.

78

You close your eyes and send out the power of your thought to the Elemental plane. A raging wind blows around you, whipping the birds into confusion so that they are unable to attack. Unfortunately, you are now unable to manipulate the damaged craft and find yourself affected as badly as the Chaos-birds. A sudden gust sends you hurtling into the side of the Trianon and the sound of a collision fills your ears.

Pick a number from the *Random Number Table*. Add the number you have picked to your current WILLPOWER score.

If the total is 9 or more, turn to **304**.
If the total is less than 9, turn to **83**.

79

The music of the Singing City has changed, and is now a rhythmic accompaniment to the sound of many voices, singing and chanting. You follow the sound and come to a long avenue, paved with crystal stones. At the end of the avenue stands a gigantic palace, and at the foot of its grand staircase, are amassed a large crowd of Elessin, all singing in perfect unison. Standing before them is a man, robed in white and gold, with golden hair and blue eyes. In his left hand he holds a jewelled crozier. He seems to be conducting a religious ceremony or ritual. You guess that the Threnogem lies within the palace.

Transfixed by the beauty of the Elessin's music, you wait for the ceremony to end, and at length, the crowd disperses and the man with the golden hair returns into the palace.

If you wish to mount the steps and enter the palace, turn to **208**.

If you wish to wait for nightfall, that you might investigate the palace in secret, turn to **121**.

80

The Elessin guards do not attack you immediately. Several fall dead under fire of your Wizard's Staff as you move like a whirlwind among their ranks. Soon, however, they overcome their awe and many place silver Pipes to their lips and blow. Suddenly, a terrible pain fills your head as the sound of the Elessin Pipes tears at your mind. With an anguished cry you fall to the ground and slip into unconsciousness.

Your life and your quest end here.

81

Drear has worked a subtle magic on your mind and soon you are totally under his control. He is an insane wanderer, an astral vagrant devoted to a purposeless life of journeying. Casting aside your Staff and Backpack you trek after Drear, doomed to follow in his nomadic footsteps for ever.

Your quest ends here.

82

Tanith takes the Eagle Key and begins to chant. The Jahksa makes to attack but once more you successfully fend off his blows, for though he possesses a supernatural strength, you possess far greater fighting skill, aided by your Wizard's Staff. Before the Jahksa can attack again, an eagle's cry fills the air. It screams towards him and a look of panic contorts his face. The eagle is an awesome enemy and the Jahksa chooses not to fight it. Rapidly, his body grows transparent.

Turn to **273**.

83

The Ethetron is thrown from the sky, flinging you and Tanith to your deaths.

Your life and your quest end here.

84

The Ethetron rocks and lurches as you try to steer her in tight curves and turns to evade the looming crea-

tures of the mist. It is hard to control and the cracked glass dome of the craft glows feebly.

Miraculously you pass beyond the monsters. You look back to see them disappearing into the mist and you realize that they are more like plants, fixed and rooted but able to attack anything within range.

Turn to **33**.

85

You spot a grove of trees nearby and drag the Ethetron into it, covering the craft with twisted dead-wood and branches. Then you crouch within the grove and wait. Peering out, you watch as four people approach. Each is dressed in a short, white toga; their hair is blonde and they have strange, circular ears. They are laughing and talking in a language you cannot understand but you cannot help but notice the soft, flute-like quality of their light, musical voices.

These people are Elessin, citizens of the Singing City. They are searching methodically and thoroughly, without hurrying, and, as they draw closer to the grove, you realize that they will soon discover your hiding place.

If you have the Magical Power of Enchantment and wish to use it, turn to **103**.
If you have 4 or more WILLPOWER points remaining and wish to ambush the Elessin and attack them with your Wizard's Staff, turn to **220**.
If you wish to wait and do nothing, turn to **260**.

86

You fly through the mind-numbing visions shifting constantly around your craft. Eventually, the unrestrained madness of the sky gives way to a more sober panorama as a vast sea unfolds beneath you. The multi-coloured waters writhe and roll and monstrous half-shapes pierce its oily surface.

If you have the Magical Power of Prophecy and wish to use it, turn to **345**.

If you do not have this power, or do not wish to use it, turn to **327**.

87

With your Staff held in both hands, you brace yourself for the eagle's first strike as it swoops down at an incredible speed. The golden bird crashes into you with a force that knocks you off your feet. In a terrifying confusion of slashing talons, flapping wings and the crazed pecking of its hooked beak, you struggle desperately to fend off the giant bird.

Giant Eagle: COMBAT SKILL 30 ENDURANCE 30

If you are still alive after three rounds of combat, turn to **150**.

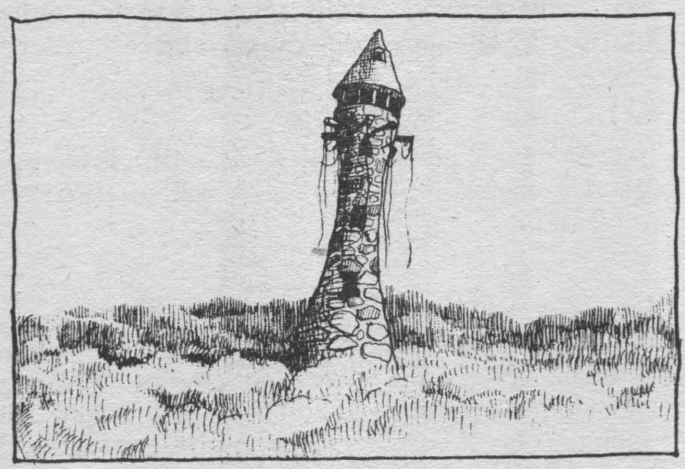
88

You can feel the presence of the Air Elementals that the Jahksa has already summoned as they twist and coil around you. You must choose between summoning more winds to blow against the magical storm, or trying to master those that surround you.

89

If you wish to master the winds that surround you, turn to **96**.

If you wish to summon your own powers of the air, turn to **101**.



89

You step on the flagstone and, to your relief, no sword drops. The stairway is ahead and to the left, the tower entrance is behind, and the small doorway is to the left and behind.

If you wish to step on the flagstone that is ahead and to the left of you and bears one sword, turn to **42**.

If you wish to step forward on to a flagstone bearing two swords, turn to **349**.

If you wish to step on the flagstone that is diagonally behind you in front of the small door and bears one sword, turn to **118**.

90

You take out the Copper Coin and give it to the guard who regards it closely. Thinking that you have sucessfully bribed the Elessi, you turn to walk away. Immediately the Elessi guard grabs your arm. Your heart misses a beat but the Elessi is smiling as he returns the Copper Coin to you. You realize that the coin is not the currency of the Singing City but a kind of pass key or identity disc.

Anxious to place as much distance as possible between you and the guard, you turn and walk into the city at a brisk pace.

Turn to **175**.

91

You begin the arduous climb once again. There are many intricate decorations carved on the crystal wall of the tower that make your climb harder but your skill is great and your luck good and, with a sigh of relief, you eventually reach the top. Pausing for only a moment to catch your breath and rest your aching limbs, you then begin to haul on the Rope as Tanith scrambles towards you and she is soon at your side. You turn to survey your new surroundings.

Turn to **17**.

92

You take up the heavy statue. Terrified, the Elessin fall back, looking at you with outrage and fear in their eyes. Staggering beneath the weight of the statue, you pick your way slowly across the hall. The Elessin do not try to stop you; they fear the statue.

93–94

If your current ENDURANCE points total is 16 or less, turn to **283**.

If your current ENDURANCE points total is more than 16, turn to **44**.

93

The three remaining Elessin each take silver Pipes and place them between their lips. They blow in unison and a terrible screaming sound tears into your brain. You gasp with pain and fall to the ground, covering your ears in a desperate attempt to block out the terrible noise.

Turn to **271**.

94 – *Illustration VIII*

Immediately, you are standing in the court of the Chaos-Master. The high walls ripple with light as the strange architecture of the Master's hall changes constantly. In the centre of the hall, upon an obsidian throne, is seated the Chaos-Master himself, ruler of the Realm of the Paradox. He makes a disturbing sight: a giant over thirty feet in height, his facial features and characteristics are in a state of constant flux, continually melting into new and hideous guises. You glimpse dark and loathsome creatures, beasts and beings of indescribable horror, writhing within this awesome god.

'Welcome to the Master's court!' he bellows. 'Allow me to introduce my guests.'

Slowly a dark-robed figure walks into the hall. He wears a hood and carries a black staff. Following immediately behind is Tanith. She gives you a brave smile.

VIII. The Chaos-Master continually melts into new and hideous guises